

# Joins & Jivers

**Getcha dice, suckas!**





# Joins & Jivers

Handle

Crib

Gig

Wheels

**Hair**   
**Shades**   
**Threds**   
**Funk**   
**Hip-Cattery**

**The Man**

**Far-out**

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**Kung-fu Points**

**Groove Points**

**Freak-out Points**




**Funk**

Funk - Wounds

Attack: d6 + Funk (+ Kung-fu)  
vs. Tough

Maintain: d6 + Funk (+ Freak-out)  
vs. d6 + Funk

**Tough**

Shades+Threds

Outrun: d6 + Tough (+ Kung-fu)  
vs. d6 + Tough (+ Kung-fu)

**Boogie**

Hair+Hip-Cattery

Dance-off: d6 + Boogie (+ Groove)  
vs. d6 + Boogie (+ Groove)

**Pieces**



Name

Ammo

Damage

Special

Name	Ammo	Damage	Special
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# Chapter 1:

## Your **bad-ass** self

Handle: What do the smooth cats call you?  
Crib: Where you lay your kicks and chicks.  
Gig: Like, where's the bread comin' from?  
Wheels: Your fly cherry ride.

## Hair, Shades, and Threds

These can all change during the game. If your hair gets ruined and you don't have time to fix it, the FunkMaster might decide to lower your Hair score until you take a comb to it.

A bald dude can still have a fly Hair score if he keeps a solid 'stache. But if The Man takes away your shades, brother, you best believe your Shades score drops to zero until you get 'em back.

The things you wear can change your scores. A buck-naked sucka has a 0 in both Shades and Threds. If you pick up some fly threds (or something else from Chapter 4) your score will go up.

## Funk

Funk is something that can't be taken away. You might not feel so funky after gettin' shot, but funk is *inside*, you dig? You know players in this game are the funky-est cats on the planet. Funk is so important it's on the character sheet *twice*.

## Hip-Cattery

Some brothers just got it. A hip cat can ease into any crowd. This score don't drop just because you do.

# Scorin'

## **Hair:**

Style is everything. When you want to turn a fine foxy chick on or turn that goon's brain to mush, stone cold players run a comb through their hair. Your hair adds to your Boogie rating (see the next page).

## **Shades:**

If you want a dumb mother to know you're serious, nothing beats whipping off your shades and giving them a killer stare. They also add to your Tough rating.

## **Threds:**

No doubt about it, threds are what separates the players from the squares. They add to your Tough rating. Superfly threds might even add to your Boogie rating too!

**Starting characters get 6 points to put in Hair, Shades, and Threds.** A player that starts with a Threds score of 2 could be wearing Slick Threds, or Square Threds and a Cowboy Hat, or any other combination with a total Thred score of 2.

**You better have at least 1 point in Threds, sucka!**

## **Funk:**

How down with it you are. Your funk determines how much damage you can take and how much you can dish out.

## **Hip-Cattery:**

Being hip to the scene no matter where you are. This also adds to your Boogie rating.

**Starting characters get 6 points to put in Funk and Hip-Cattery.**

# Funk, Tough, & Boogie Ratings

See those three big boxes marked Funk, Tough, and Boogie? Those are your ratings.

Whenever your character wants to do something, you make a Funk, Tough, or Boogie check. You make a check by rolling a d6 and adding your Rating. If you have any Kung-fu, Groove, or Freak-out points, the FunkMaster might let you use them too. See Chapter 2 for more info.

## Funk

When you want to do something funky, like drive a car up a ramp or bust out some kung-fu, the FunkMaster will call on you to make a Funk check.

Your Funk rating is also measure of your health. When you start, your Funk rating (the big square box) is the same as your Funk score (the small diamond). If you get injured, your Funk rating goes down, and Funk checks become more difficult. Once your Funk rating reaches zero, you are out of the game until you get patched up (in one week).

Your Funk rating might also change if you acquire some superfly threds.

## Tough

When you want to attack somebody, you roll a Funk check and try to get higher than your opponent's Tough rating.

## Boogie

When you need to get down at the disco or slide on in to a new scene, make a Boogie check.

# Chapter 2:

## Kung-fu and Cadillacs

In the world of Joints & Jivers, anyone can use a gun. The ability to get down like those Far-Eastern cats sets you apart from the jive honkys.

If some bad-ass player takes a shot at you with his heater, he rolls a d6 + his Funk score. If he tried to punch instead, he would get to add Kung-fu points. He has to roll higher than your Tough rating or miss you.

If the weapon's damage is higher than your Tough rating, you lose a point from your Funk rating (the big square box, not the number in the diamond). As you get hurt, it's harder to fight back.

To make an attack, you roll a d6 + your Funk score. If you're attacking with a melee weapon (like nunchucks or your bare fists) you can add Kung-fu points as well. You don't get to add Kung-fu points for shooting guns.

If your melee attack is higher than your opponent's Tough rating, you hit and their Funk rating drops by 1.

If your gun attack is higher than your opponent's Tough rating, they might still be safe. Your gun's damage has to be higher than your opponent's Tough rating or the bullets just breeze on by.

# Other actions

If you want to outrun someone, you both roll a d6 and add your Tough ratings (and any Kung-fu points you want to spend). The higher score wins. Tie goes to the person being chased.

If a fine mama is dancing with you, you both roll a d6 and add your Boogie rating (plus any Groove Points either of you want to spend). If you roll higher, she falls for you. Again, tie goes to defender (in this case, the fine mama).

If someone passes you a joint or slips you a Mickey, you best be making a Maintain check (d6 + your Funk rating). If you have any Freak-out points you can use them too. The FunkMaster rolls a d6 and adds the Funk rating of whatever it is you just took. If your roll is higher, you keep yourself together. If you fail a Maintain check, the FunkMaster will let you know what happens.

Any other actions are settled using the Funk, Tough, or Boogie ratings. The FunkMaster decides which is appropriate. Example:

**Curtis is trying to outrun The Man in his sweet ride. The FunkMaster decides that Curtis and The Man must both roll a d6 + their Funk ratings.**

**Since Curtis is unhurt, his Funk rating is the same as his Funk score. Solid.**

**Later, after gettin' shot, Curtis tries to out-drive The Man again. Even though his Funk score is 5, his Funk rating has dropped to 2. Curtis might not be able to keep himself tight.**



# What the hell are Kung-fu points?

Shut your mouth and let me finish. Kung-fu, Groove, and Freak-out points give you an extra edge when you need it. Every point you spend gives you an extra d6 to roll. You can spend more than one point at once.

If Curtis feels like his fist isn't funky enough, he can use a Kung-fu point to bust that honky in the chops. He would normally roll a d6 + his Funk rating, but if he spends a Kung-fu point he can roll another d6 on top of that. Curtis can't decide to use a Kung-fu point after he swings- he needs to tell the FunkMaster *before* the attack.

These points ain't free, though. Once you use 'em, they ain't comin' back until the FunkMaster says otherwise, you dig?

If the FunkMaster says you can use a Kung-fu, Groove, or Freak-out point for a check, solid. If the FunkMaster calls you a jive sucka, forget it.



# Chapter 3:

## Hustlers and Honkys



## Detective

Detectives start with

- 3 Kung-fu points
- 2 Groove points
- 1 Freak-out point

20 bucks

# Disco Queen/ Disco King

Disco Queens/Disco Kings start with

- 1 Kung-fu point
- 4 Groove points
- 1 Freak-out point

10 bucks



# Hustler

Hustlers start with

- 2 Kung-fu points
- 3 Groove point
- 1 Freak-out point

20 bucks



# Leftover

Leftovers start with

- 1 Groove point
- 5 Freak-out points

5 bucks

# New-Ager

New-Agers start with

- 3 Groove point
- 3 Freak-out points

5 bucks



# Wanderer

Wanderers start with

- 4 Kung-fu points
- 1 Groove point
- 1 Freak-out point





# Chapter 4: Your shit



## Heat & 'chucks

\$20	Pistol	Ammo: 6	Damage: 6
\$50	Nice pistol	Ammo: 6	Damage: 8
\$50	Shotgun	Ammo: 8	Damage: 10
\$200	Machine gun	Ammo: 100	Damage: 10
\$10	Nunchucks		Damage: 6
\$5	Switchblade		Damage: 6

## Shots, Pills, & Tabs

	Cost	Funk rating	Effects of failed Maintain check
Beer	\$1	1	
Whisky	\$1	3	
Mickey	free	6	Knocks you out cold
Acid/shrooms	\$5	1-8	
Coke	\$20	4-8	
Weed	\$5	1-6	
Pills	\$5	5-7	Depends

# Style

J&J characters start the game with their scores for Hair, Shades, and Threds already set. These scores can change during the course of the game. If a player loses their shades or threds (or something happens to them) the player must replace them or have a score of 0. Example:

Curtis is wearing his Tight Shades (Shades score: 2) and Fine Threds (Threds score: 3). This means his Tough rating is 5 (Shades + Threds).

Curtis busts out some kung-fu and takes out the thugs in the warehouse, but his threds are ruined. He takes his bloody shirt off, and his Threds score drops to 0 (and his Tough rating drops by 3).

He can find some clothes around, but they're Square Threds (Threds score: 1). When he puts them on his Threds score goes from 0 to 1 (and his Tough rating goes up 1). Not good, but better than nothin'.



# Shades

Dimestore Shades

\$1

Shades score: 1

Man, get yourself some better shades.

Tight Shades

\$20

Shades score: 2

These shades are tight and all-right.

Fine Shades

\$100

Shades score: 3

Damn! These are some fine shades.

Outtasight Shades

\$250

Shades score: 4

Outtasight! You don't see shades like these every day, brother.

# Threds

**Square Threds**

\$10

Threds score: 1

Only suckas wear Square Threds, dummy!

**Slick Threds**

\$50

Threds score: 2

These are some slick threds.

**Fine Threds**

\$150

Threds score: 3

You keep a stone groove goin' on with these threds.



# Special Threads

## Disco Threads

\$200

Threads score: 2

Disco threads are tight and outta sight. These ain't for walkin' around, dig? Any honky that wears these threads outside a disco has his Funk rating halved. But when you need to bust out on the dance floor, Disco Threads up your Boogie rating by 1.

## Rhinestone Disco Threads

\$500

Threads score: 3

Ain't no dancing clothes more fine than Rhinestone Disco Threads. Slip these on and watch your Boogie rating slide up by 2. Just like regular Disco Threads, cats that wear them outside lose their funk.

## Leisure Suit

\$100

Threads score: 1

A leisure suit lets you get down at the disco, but you can still wear it in public like any boss outfit. Your Boogie rating gets upped by 1, and you don't lose any funk!

## Kung-fu Threads

Special

Threads score: 4

These fly robes are bestowed by some mystical Eastern cats on those they deem superfly. Kung-fu threads are so bad-assed they up your Funk score by 2.

# Accessories

A solid cat can boost his Tough rating with some fine accessories. They can be worn with any other threds. Some of them raise more than a player's Tough rating.

## Headwear

Cowboy hat

\$50

Threds score: 1

This says you're a serious player.

Plain Headband

\$10

Threds score: 1

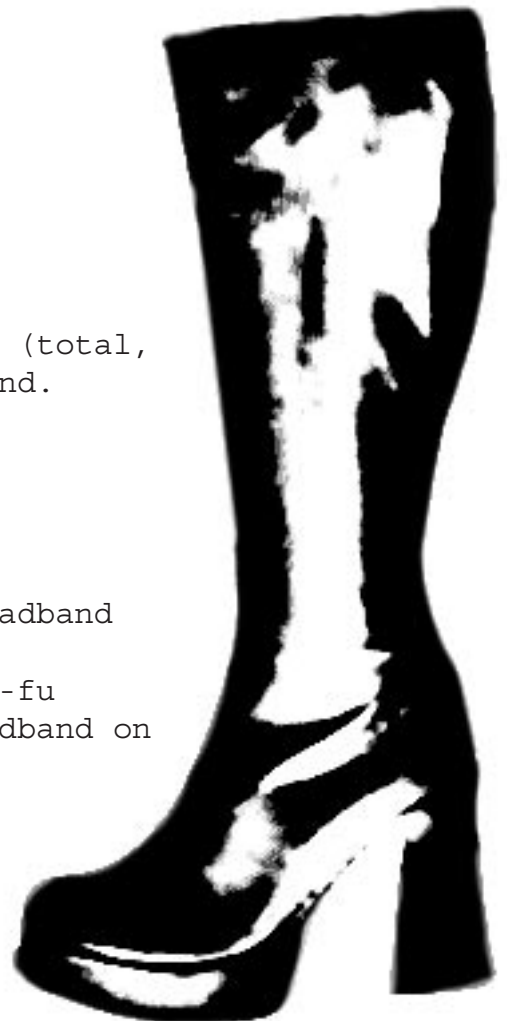
Only cats with at least 4 Kung-fu points (total, not current) can benefit from this headband.

Kung-fu headband

Special

Threds score: 1

Just like Kung-fu Threds, the Kung-fu Headband can't be bought. And just like the Plain Headband, only cats with at least 4 Kung-fu points can benefit. Tying this mystic headband on ups your Funk by 1.



# Neckwear

Gold Chain

\$50

Threds score: 1

A little gold goes a long way, baby. But not too much- only the first Gold Chain counts toward your Threds score.

Medallion

\$50

Threds score: 0

Medallions don't raise your Thread score, but they up your Boogie rating by 1. It's gravy, baby!

Hippie Beads

Special

Threds score: 0

This relic of the '60s has been imbued with cosmic insight. In the hands of someone trying to Maintain, it grants an extra Freak-out point.

# Footwear

Boogie Shoes

\$150

Threds score: 0

Boogie Shoes are strictly for the dancefloor. Your Tough rating drops by 1 when they're on your feet, but your Boogie rating goes up a point.

Cowboy Boots

\$100

Threds score: 1

A serious player needs some serious kicks.

# Chapter 5:

## The FunkMaster

### Rule 1:

What the FunkMaster says, goes.

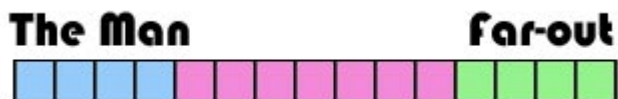
This ain't no *Lawyers & Legal Proceedings* (that's coming out later this year). In this game, all the players worry about is keeping their funk.

Can you wear a Plain Headband and a Kung-fu Headband at the same time? If the FunkMaster says so. Can you roll a Boogie check instead of a Funk check to make a dance attack? Sure, if the FunkMaster gives his OK. Don't be a bitch.

### Rule 2:

Keep the funk.

See that bar at the top of the character sheet? 'Course you do. You been starin' at it the whole time.



Players start out in the purple area. Based on their actions, the FunkMaster might tell a player to move their mark one way or the other.

Once they get close to The Man's side, far-out types start to, like, majorly distrust them. Get close to the Far-out side, and the pigs start hasslin' you with no reason.

# Joins & Jivers



**Dial "M"**  
**for Manson**

A far-out gig for 2-4 cats

Today's weather:  
Groovy

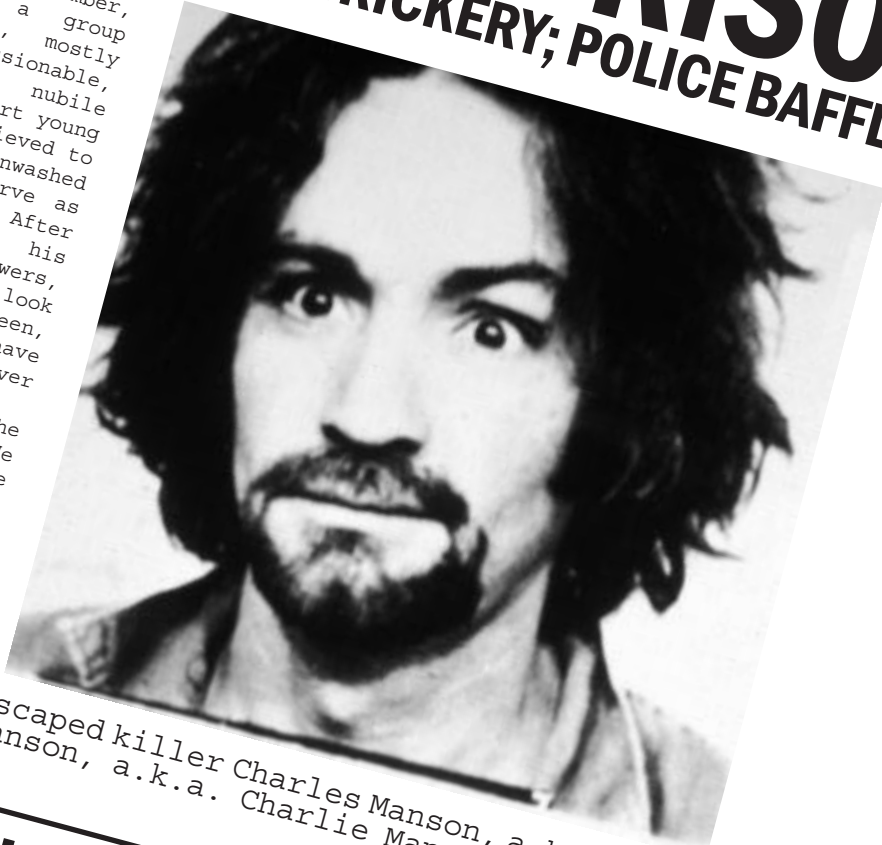
# The Times

25¢

## CHARLES MANSON ESCAPES FROM PRISON MASS-MURDERER USED ORIENTAL TRICKERY; POLICE BAFFLED

**State Prison:** Charles Manson, notorious cult leader and mass murderer, escaped from prison late last night. According to officials, the killer was able to overpower the guards, delivering a "round-house kick" to several of them at once. He then made his way down the hall, displaying a variety of martial arts maneuvers before punching a steel door open. The governor has declared a state of emergency and all citizens are ordered to be on the lookout for this highly dangerous man. Manson is believed to still be in the area, as this was his favorite "hang-out" during the period leading up to infamous events of 1969.

As readers may remember, Manson led a group of followers, mostly young, impressionable, attractive, nubile girls. These pert young co-eds were believed to have been brainwashed by Manson to serve as his emissaries. After Manson's capture, his willowy young followers, many of whom didn't look scattered and have eluded authorities ever since. A spokesman for the governor stated "We are confident that these zombie-like waifs have probably gone back to their families and are definitely not organized and awaiting the return of their leader, at which time they will (story continues on page 3)




Escaped killer Charles Manson, a.k.a. Chuck Manson, a.k.a. Charlie Manson, a.k.a. God

## LOCAL PSYCHICS ANNOUNCE NEW UFO MIND CONTROL PLOT

Researchers at the local branch of the Extrasensory Gateway Group have issued a press release claiming that beings from Alpha Centauri are using their telepathic abilities to influence hapless humans into purchasing Ford Pintos. EGG believes that this race of aliens influences cultures to engage in dangerous and destructive behavior with the hope that the society will weaken itself, becoming an easier target for conquest.

Fred Sanders, owner of Fred's Fine Ford and Imports, denied the allegations, saying "We at Fred's Fine Ford and Imports believe that Pinto sales are up because people know this is a safe car, not because gromlocks from the second planet of Alpha Centauri, hailed be their name as conquerors without rival, feared by all who suffer th misfortune of having pitiful selves mightv





Charles Manson  
(Enhanced Leftover)

Hair: 2  
Shades: 0  
Threds: 4  
Funk: 4  
Hip-Cattery: 4

Funk rating: 6  
Tough rating: 6  
Boogie Rating: 8

Kung-fu points: 5  
Groove points: 1  
Freak-out points: 5

Kung-fu Threds\*  
Plain Headband  
Gold Chain

\*If the FunkMaster isn't down with letting the players have Kung-fu Threds, it turns out the threds only fit Manson and no one else can wear them.

Chuck also has New-Ager minions that will do anything he tells them to.



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